

Flash

Vliyaya of Light

VAPRA CLAN



REST

1

CAST TARGET:

7

Target one enemy unit within 12" and LOS. If Cast roll is successful, target unit suffers a -1 to all combat dice pools until the End Phase.

Wall of Light

Vliyaya of Light

VAPRA CLAN



REST

1

CAST TARGET:

7

Caster attempts to create a wall of light within 12" of themselves. If Cast roll is successful, they create a 4" long and 1" wide wall. Any units behind the wall count as being behind Soft Cover. Wall disappears at during the End Phase .

Dazzling Aura

Vliyaya of Light

VAPRA CLAN



REST

2

CAST TARGET:

8

Caster places an aura of light on a friendly unit within 12" and LOS. If Cast roll is successful, that unit cannot be the target of any ranged attacks or Spells/Powers until End Phase.

Blinding Vliyaya

Vliyaya of Light

VAPRA CLAN



REST

4

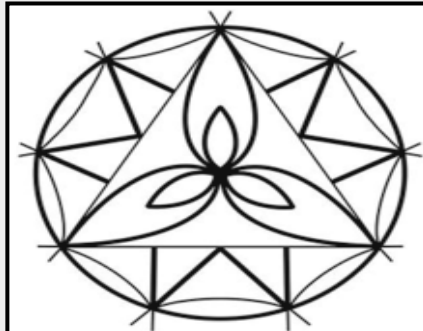
CAST TARGET:

9

Target all enemy units within 8". Roll a Cast roll for each unit separately. For each successful roll, target unit suffers -2 to all combat dice pools until the End phase .

Dance of Moonlight

Vliyaya of the Moons



REST

1

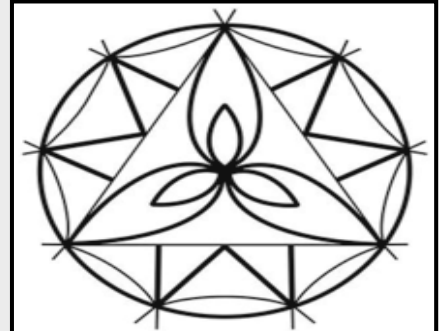
CAST TARGET:

6

Moonlight shrouds a friendly unit within 12" and LOS. If Cast roll successful, all Ranged attacks against unit suffers additional +1 to hit until End Phase.

Tides of the Moon

Vliyaya of the Moons



REST

1

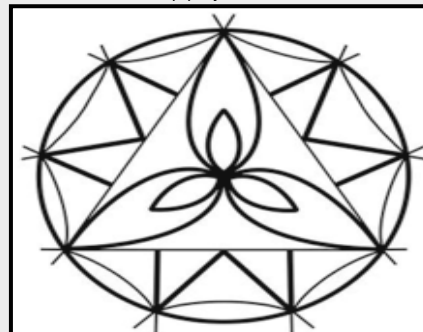
CAST TARGET:

6

Target a friendly unit within 8" and LOS. If Cast roll successful, target friendly unit gains +2" on Advance and +4" to Charge movements until End Phase.

Starlight Shield

Vliyaya of the Moons



REST

2

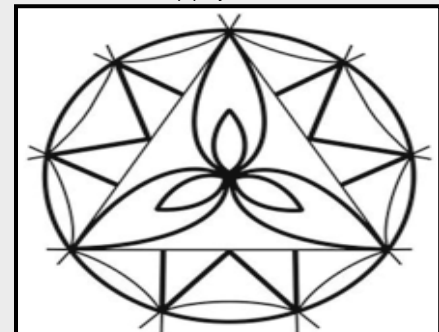
CAST TARGET:

7

Choose 1 friendly unit within 8" and LOS. If Cast roll successful, until the End Phase, that unit increases their Defence value by 2.

Blessing of the Three Sisters

Vliyaya of the Moons



REST

3

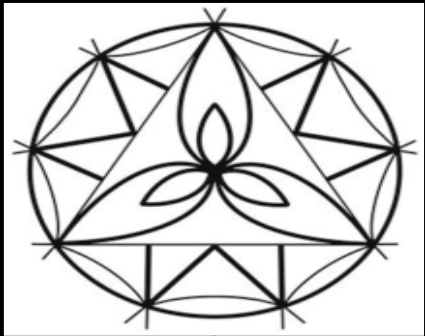
CAST TARGET:

8

If Cast roll successful, all Friendly units within Caster's Influence range gain +4" to Advance and +8" to Charge values until the End Phase.

Barkskin

Vliyaya of Thra



REST

1

CAST TARGET:

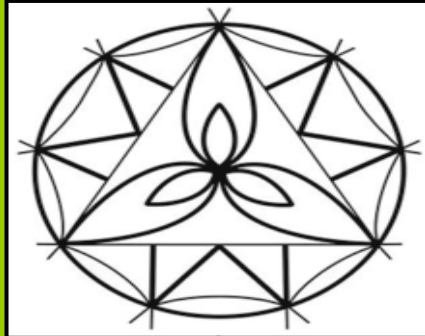
7

Target 1 friendly unit within 8" and LOS.

If Cast Roll successful, increase unit's Defence by 1 until End Phase.

Entangle

Vliyaya of Thra



REST

2

CAST TARGET:

7

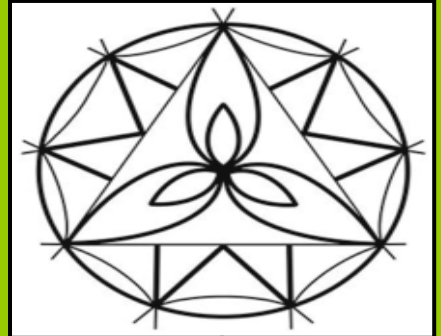
Target 1 enemy unit within 12" and LOS.

If cast roll successful, all of target unit's movement counts as though within Difficult Terrain.

This effect lasts until the End Phase.

Enlarge

Vliyaya of Thra



REST

1

CAST TARGET:

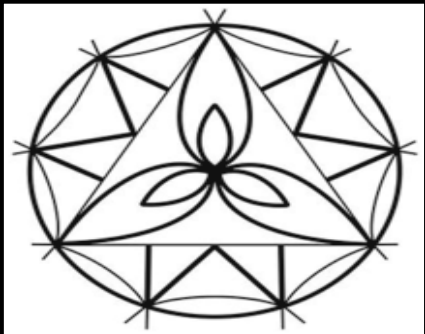
8

Target 1 friendly infantry unit within 8" and LOS.

If Cast Roll successful, until End Phase until counts as Heavy infantry.

Ensnare

Vliyaya of Thra



REST

2

CAST TARGET:

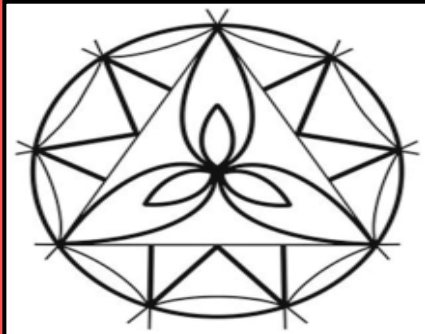
8

Target 1 enemy unit within 12" and LOS.

If cast roll successful, Target unit's movement is reduced to 0 until the End Phase.

Fury of the Suns

Vliyaya of the Suns



REST

1

CAST TARGET:

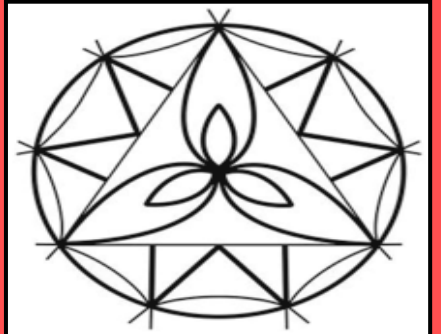
6

Target 1 Friendly unit within 8" and LOS.

If Cast Roll successful, Target unit gains +1d10 to Charge dice pool.

Sunshot

Vliyaya of the Suns



REST

1

CAST TARGET:

6

Target 1 enemy unit within 12" and LOS.

Make a Fortitude attack against unit.

For every Damage rolled, cause 1 Essence Damage.

Reenergise

Vliyaya of the Suns



REST

2

CAST TARGET:

7

Target 1 Friendly unit within 8" and LOS.

If Cast Roll successful, Target unit recovers Fatigue equal to double Caster's Command.

Wrath of the Three Brothers

Vliyaya of the Suns



REST

3

CAST TARGET:

8

Target all enemy unit's within Influence Range.

Roll Fortitude Attack against all unit's individually.

For every Damage rolled, cause 1 Essence Damage.

Shrouded Form

Well of Darkening



REST

1

CAST TARGET:

6

Caster Targets Self.
If Cast roll successful, all ranged attacks and Spell/Power effect rolls against Caster suffer an additional +1 to Hit.

Enfeeble

Well of Darkening



REST

1

CAST TARGET:

6

Target 1 enemy unit within 8" and LOS.
If Cast roll successful, until the End Phase, that unit decreases their Defence value by 1.

Sharpen Claws

Well of Darkening



REST

1

CAST TARGET:

6

Target 1 friendly unit within 8" and LOS.
If Cast roll successful, target gains Armour Piercing modifier until End Phase.

Dire Thoughts

Well of Darkening



REST

2

CAST TARGET:

7

Target 1 enemy unit with 12" and LOS.
If Cast roll successful, target suffers -1 Courage until next Initiative Phase.

Pit of Thorns

Well of Darkening



REST

1

CAST TARGET:

7

Target 1 enemy unit within 12" and LOS.
If Cast roll successful, all of target unit's movement counts as though within Difficult Terrain.
This effect lasts until the End Phase.

Enveloping Cloud

Well of Darkening



REST

2

CAST TARGET:

8

Caster creates a dark cloud around a Friendly unit within 12" and LOS.
If Cast roll successful, that unit cannot be the target of any ranged attacks or Spells/Powers until End Phase.

Scourge Arrow

Well of Darkening



REST

1

CAST TARGET:

6

Target 1 enemy unit within 12" and LOS.
Make a Fortitude attack against unit.
For every Damage rolled, cause 1 Essence Damage.

Syphon

Well of Darkening



REST

2

CAST TARGET:

8

Target 1 friendly unit within Influence range and LOS.
If Cast roll successful, you may inflict 2 Essence Damage on target unit and Caster recovers 1 Essence.

Dark Lightning

Well of Darkening



REST

4

CAST TARGET:

8

Target all enemy units within 8".
Roll a Fortitude attack for each unit separately.
If attack hits, roll Damage versus target unit's Fortitude. For every success, inflict 2 Essence Damage.
If at least 1 hit is rolled, even if no Damage, unit suffers 1 additional Fatigue token.

Induce Fear

Well of Darkening



REST

2

CAST TARGET:

7

*Target 1 enemy unit within 8" and LOS.
If Cast roll successful, target unit must make an immediate Retreat movement away from Caster. This movement is completed whether the target unit has acted or not this turn. Retreating does not cause an inactive unit to use their action.*

Silence

Well of Darkening



REST

1

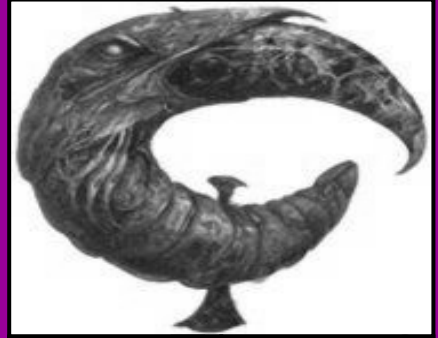
CAST TARGET:

8

*Target 1 enemy Hero within 12" and LOS.
If Cast roll successful, target Hero cannot use Cast Action until End Phase.*

Drain Vigour

Well of Darkening



REST

2

CAST TARGET:

8

*Target 1 enemy unit within 12" and LOS.
If Cast roll successful, target unit suffers 1/2 dice pools on all Attack and Defence roll until End Phase.*